



FUN *at* **PARTIES**

GAMES and STUNTS THAT PUT
★ **PEP in ANY PARTY** ★

GAMES for PARTIES

Let's play games! At any party, no matter what the ages may be of the people present, these words are always the signal for a lively hour or two of fun.

But the games must include something different—something that everyone hasn't played before—and here are a number of games which are new to many of us, and which will add to the merriment of most any social gathering. Miles Laboratories hope they will contribute to your pleasure.

DETECTIVE

This game can be played with a group of any size. Plain cards or pieces of paper are distributed to all players. All the cards are blank, except for one which is marked "Detective" and one marked "Murderer."

The detective is asked to leave the room. The "Murderer" then reveals himself to the rest of the players, who take a good look at him, noting his clothing, complexion, and other details, so that they can answer the Detective's questions truthfully. Then the lights are turned off or dimmed for a minute while all the people move about the room. The "Murderer" grasps another player by the throat, and the "Victim" lets out a blood-curdling scream. This is the signal for the lights to go on and the detective to return to the room and try to find the "Murderer."

All players are seated, and the detective asks each one a question which can be answered by "Yes" or "No"—such as: "Is the murderer a man?" . . . "Is the murderer a woman?" . . . "Is the murderer dark?" . . . "Does he wear a red tie?" . . . Everyone must answer truthfully, except the murderer, who answers all questions untruthfully. Therefore, it is a good idea for the detective to ask each question of two people so that he will know he is getting a truthful answer.

The detective gets only one chance to name the murderer, and he can do this at any time he wishes—after just the first few questions or after several rounds of questions. Whether he guesses correctly or incorrectly, a new detective and a new murderer are chosen by a re-distribution of the cards, and the game continues.

It is best for the detective to ask some other player than the one he suspects of the murder, "Is Mr. Blank the murderer" rather than to ask the suspected murderer himself, because he will answer untruthfully and throw the detective off the track. This game has been played as long as an hour at a time without anyone becoming tired of it.

POOR PUSSY

All players are seated around the room. One is appointed to be the "Pussy". Pussy takes a cushion and kneels on it in front of another player and "Meows" as realistically as possible. The player must stroke pussy's head and say "Poor Pussy" without laughing. This is repeated three times. If Pussy succeeds in making the player laugh, he takes Pussy's place. If not, he must try another player. The variety of "back fence serenading" has everyone in hysterics in a short time.

There's NO DOUBT about it!

IN THE minds of millions of users throughout the world, there is no doubt that Alka-Seltzer gives prompt, pleasant relief, from Headache, Gas on Stomach, Acid Stomach, "Morning After" and Muscular Aches and Pains. As for Colds, hundreds of users say that they have never used anything that relieved the congested, stopped-up feeling and the dull headache of a cold, quite as quickly, pleasantly and effectively as Alka-Seltzer.

If you use Alka-Seltzer, you need no one to tell you how pleasant and how effective it is. If you have never experienced the relief Alka-Seltzer brings, why don't you try it?

ALKA-SELTZER

Two-Way Relief

First—Pain relief. Alka-Seltzer contains an analgesic (sodium salt of aspirin) which relieves pain promptly.

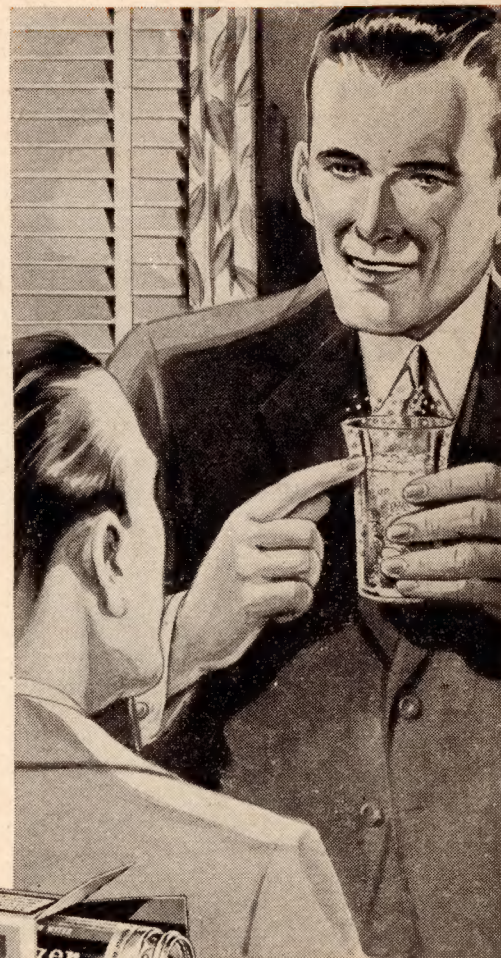
Second—Each Alka-Seltzer tablet contains alkalizers which help to correct the cause of Acid Indigestion, and other ailments, due to hyperacidity.

Get Alka-Seltzer at your Drug Store

Large Package 60¢

Small Package 30¢

Your money back if it fails to relieve you.



A NIGHT AT THE OPERA

No matter how poorly some of your guests may sing, everybody present is supposed to take part in this game.

One of the group is blindfolded, and seated in a corner with his back to the other guests, who are lined up at the far end of the room. Then, one at a time, each person in the line attempts to sing a song, disguising his or her voice as much as possible.

The blindfolded person is given one guess to determine who the singer is. If he fails, the next person in line sings, and the blindfolded player guesses again. This keeps up until the identity of one of the singers is correctly guessed, — whereupon the blindfolded one takes his own place in the line, and the singer who was "discovered" has to put on the blindfold.

NEWSPAPER NOTABLES

In advance of the party, clip from various newspapers or news magazines the photographs of twenty people who at the present time are well-known national figures. Show a number from one to twenty beneath each picture, but do not identify the pictures in any way, and place them around the room where all your guests may see them.

Number One, for example, may be a Supreme Court Justice. Number Two may be a movie star. And so on.

When the game is started, each person present is given a sheet of paper, and told to write down the names of as many of the twenty as he can, opposite the figures from one to twenty. Some very surprising lists will be the result. Whoever writes the most accurate list gets a prize.

WHO'S WHO?

One of the group is asked to leave the room, and the group then decide upon the name of some person,—either a famous person, or some member of the group itself. The person who has been selected to guess the name of the person agreed upon is then called in, and by asking questions try to discover clues that will enable him to determine the name of the person selected. All questions asked the group must only be answered by YES or NO.

For example, we will say that the group decides on UNCLE EZRA, the Alka-Seltzer radio star. The person who is trying to ascertain the person selected might begin by asking:

Question—Am I alive? **Answer**—Yes.
Q.—Am I a woman? **A.**—No. **Q.**—Then I am a man? **A.**—Yes. **Q.**—Do I live in the United States? **A.**—Yes. **Q.**—Do I live in a large city? **A.**—Yes. **Q.**—Do I live in New York? **A.**—No. **Q.**—Do I live in Chicago? **A.**—Yes. **Q.**—Am I a politician? **A.**—No. **Q.**—Am I a writer? **A.**—No. **Q.**—Am I a musician? **A.**—No. **Q.**—Am I a radio entertainer? **A.**—Yes. **Q.**—Am I on a sponsored chain program? **A.**—Yes. **Q.**—Is my sponsor's product well known? **A.**—Yes. **Q.**—Is my sponsor's product a food? **A.**—No. **Q.**—Is it a medicine? **A.**—Yes. **Q.**—Do I appear on the Alka-Seltzer National Barn Dance? **A.**—Yes.

Thus, by this series of questions the interrogator presently learns that the person whose name he must guess is Uncle Ezra.

This makes a very fascinating game, and enables the interrogator to use much ingenuity in formulating questions, which will lead to the identity of the person whom the group has selected.

I've Got the System

IT IS a system that helps to keep me feeling fit by giving me prompt relief from Acid Indigestion, Headache and Colds; "Morning After" feeling and Muscular Aches and Pains.

It is a pleasant and inexpensive system. Keep Alka-Seltzer handy. Whenever you suffer from Headache, Heartburn, Gas on Stomach—when you feel a cold coming on, when muscular aches and pains bother you, drop one or two Alka-Seltzer tablets into a glass of water. Watch it sparkle and bubble—then drink it. You will really enjoy the clean tangy flavor and you will find Alka-Seltzer does two things for you:

First—It relieves your pain because it contains an analgesic (sodium salt of aspirin).

Second—It helps restore your normal alkaline balance because it contains alkalizing agents. Therefore, Alka-Seltzer not only relieves pain, but helps to correct the cause of those pains due to an overacid condition.

Better "get the system" and brighten your "off days" — suffer less, do better work, and have more fun.

Large Package 60¢
Small Package 30¢
At your Drug Store



ALPHABETICAL LOVE

The players are seated in a semi-circle, and the first player is asked, "According to the alphabet, how do you love your little lamb?"

The player, a girl, makes up an answer something like this: "I love my little lamb with an A, because his name is Arthur, and he is very Artistic."

The second player, a man, thinks fast and says, "I love my little lamb with a B, because her name is Bertha and she has Boils."

The third one says, "I love my little lamb with a C, because his name is Charlie, and he is very Cute."

The next one declares, "I love my little lamb with a D, because her name is Dorothy, and she Dunks Doughnuts."

And so on through the alphabet, until all of the letters have been exhausted. Some of the players, of course, draw easy letters; but those who have to take such letters as Q and Z may have their troubles. The combinations offered by some of the players always cause much hilarity.

WHAT DID SHE WEAR?

The hostess should select some girl to dress up in all the extra clothing, jewelry, etc., that she can wear. She should then enter the room, walking slowly back and forth twice, while the guests are asked to observe everything that she is wearing. This should be made as difficult as possible, by including hat, coat, scarf, ear-rings, bracelets, handbag, and any other item that may be handy.

After the girl leaves the room, each guest is asked to write down on paper, a list outlining the girl's complete wardrobe. Nobody's list will be accurate—and some of the items included will prove quite astonishing!

FAMOUS PEOPLE

As many slips of paper are used as correspond to the number of folks at the party. On each of these slips is written the name of some well-known character of fact or fiction, such as Napoleon, Cleopatra, Old Mother Hubbard, Oliver Twist, etc. Then one of these slips is pinned to the back of each player, who is not permitted to know whose name has been pinned to his back. Each player is supposed to BE the famous person whose name is shown on this slip.

The purpose of the game is for each person, by going up to the other guests and asking questions which can be answered by "Yes" or "No" to determine what famous person he is supposed to be. He can ask, "Am I a character in fiction?" or "Am I a member of the nobility?" or any other "Yes" or "No" question that will help him to establish his identity. This game continues until every person present has discovered just what famous character he is supposed to be.

This game, by the way, is a great one for "breaking the ice" early in the evening, when some of the guests who do not know the others very well are inclined to sit back and not enter into the spirit of the party.

ARTISTS' OPPORTUNITY

Provide all guests with paper and pencils, and tell them that each is to draw the picture of whoever sits on his right. When the pictures are finished, the artists write the names of their subjects beneath the pictures, also their own names, and turn them in to the judges. Whoever is selected as having drawn the best likeness wins a prize

Don't LET TENSE NERVES KEEP YOU AWAKE...

WHEN we are asleep we are not only giving our hard-working organs a rest but are storing up energy for our waking activities.

It is unpleasant to lie awake, and the effects next day are still more unpleasant. We feel dull, logy and "let down". We often have a headache.

Sleeplessness, except that due to pain, is usually caused by tense nerves.

DR. MILES

Effervescent Nervine Tablets

help to relax tense nerves without the use of habit forming, or heart depressing drugs. Thousands of sufferers from Sleeplessness, Restlessness, Nervous Headache, Nervous Indigestion, Functional Irritability and Travel Sickness have found relief by using Dr. Miles Effervescent Nervine Tablets.

In addition to being an effective sedative, Dr. Miles Effervescent Nervine tablets contain alkalizing agents which help to correct hyperacidity, a frequent cause of nervousness.

REDUCED PRICES FOR DR. MILES EFFERVESCENT NERVINE TABLETS

Small Package, 8 tablets 35¢

Large Package, 25 tablets 75¢

At your Drug Store

Dr. Miles Nervine is also made in the original liquid form, see page 13.



DR. MILES
Effervescent
NERVINE TABLETS

*There's
Nothing
Quite
Like...*



for
**Relief of
HEADACHES
SOUR STOMACH
DISTRESS AFTER
MEALS
COLDS. . . .**

8

AMAZING STORIES

The group is seated in a semi-circle, and a paper and pencil is handed to the person seated at one end. He or she is told that the group is about to write an amazing continued story, with each person writing just one sentence. The first one, for example, might write: "Twilight was falling on the old homestead." Having written this, he folds the sentence back so that it cannot be seen, and hands the paper to the next in line, who writes the second sentence, not knowing what the opening sentence was.

This second person may write something like: "Suddenly a crash was heard, which resounded all over the glue factory." And so on, with each guest writing a sentence, folding the paper back, and handing it over to the next in line.

When each person has contributed his sentence, the paper is unfolded, and the entire story is read. In every case, the result is sure to be amazing.

Where a very large number of guests are present, this stunt may be speeded up by dividing the company into groups of six or eight, and letting each group prepare its own story. If desired, instead of having the guests write an Amazing Story, they can write a Love Story, or a story on any other general subject that seems appropriate. But in any case, the completed efforts are sure to be good for a laugh.

TELL THE TRUTH

For a period of ten minutes, everyone must tell the truth. The leader asks questions which any guest specified must answer or pay a forfeit.

Some of the questions may be: "Were you ever in love?" or "Do you think Jane is beautiful?" or "How much did you pay for that cigar?" Any number of questions will readily occur to the leader, although this is a game which calls for some diplomacy, and should be conducted in such a way as to cause no ill feelings.

UNSEEN TREASURES

Guests are seated around a large table. The leader has, on his or her lap, a basket containing at least twenty miscellaneous objects, such as a potato, a button-hook, a shoe-string, and other things which should be recognizable to the touch.

The leader starts passing these objects, one at a time, under the table to the person at his right. This person feels the object (but does not look at it), makes a mental note of what it is, and then silently passes it to the one on his right. When all the objects have been passed, and are once again concealed in the leader's basket, each guest is given paper and pencil, and told to list as many of the objects as possible, a prize being given to the one with the longest and most accurate list.

Alka-Seltzer
Gives TWO-FOLD Relief

Alka-Seltzer tends to relieve the pain and discomfort of Headache, Acid Indigestion, Colds, "Morning After" and Muscular Aches and Pains, because it contains, in solution, a reliable analgesic, (sodium salt of aspirin).

At the same time its alkalinizing agents help to correct hyperacidity, which is the CAUSE of many everyday ailments.

Get Alka-Seltzer in thirty and sixty cent packages at your Drug Store, or ask for a glass of Alka-Seltzer at your Drug Store Soda Fountain.

9

ADVERBS

The game of "Adverbs" is a delightfully pleasant and funny pastime. It calls upon one's "acting" ability.

To play it, the group appoints someone to be "it". That person then withdraws from the room, while the other participants select an "adverb". Adverbs, as you will remember, usually end in the suffix "ly"; such as quickly, painfully, mysteriously, sadly, joyfully, lightly, etc.

After the person who is "it" withdraws from the room, let us say, for example, that the adverb selected is "mysteriously".

"It" is then invited to return to the room, and he at once tries to discover which adverb the others have selected by asking them to perform specific actions, or say certain sentences or words "in the manner of the word" — "word", of course, meaning the adverb selected.

He may say, "John, I want you to walk across the room and shake hands with Mary in the manner of the word". John would then do his best to walk MYSTERIOUSLY across the room, and shake hands, "MYSTERIOUSLY, with Mary. In this case, furtive glances over the shoulder, and tip-toeing across the room, will add to the "mysteriousness" of the action. Care should always be taken, however, to do ONLY the thing "it" has asked to be done, "in the manner of the word". "It" is then, after each fulfillment of his demand, allowed to make a guess as to the identity of the adverb. If his guess is incorrect, he should then appoint someone else to do, or say, something "in the manner of the word".

For instance, "it" may say, "Bob, I want you to say, 'It looks like rain', in the manner of the word". Thus, since the word is MY-

STERIOUSLY, Bob would whisper hoarsely behind a hand, "It looks like rain". Furtive glances over the shoulder may also accompany the whisper to add to the appearance of MYSTERY.

If "it" does not guess which adverb is being "acted", after everyone has had his turn trying to act "in the manner of the word", "it" then should be told what the adverb is.

The person who was a good enough actor to make it possible for "it" to guess the identity of the adverb, should be the next "it," and the game can then continue; the group, of course, selecting a different adverb each time to be portrayed. Obviously, the more difficult the adverb selected, the more interesting and amusing the game.

THE HANDSHAKERS

Here is one that gets everyone acquainted early in the evening. Each of five guests is given, unknown to the rest, what is described as "a valuable picture of George Washington". It is then announced that nobody shall be told which five of the guests have this valuable picture, but that everyone is supposed to shake hands all around the room, and the twentieth person to shake the hand of each of the five guests will be given one of these pictures as a prize.

This immediately starts a round of handshaking that continues for quite a few minutes. The five guests who have the "valuable pictures of George Washington" keep count of the number of people who shake their hand, and at the end of the game come forward and award their prizes,—the valuable pictures consisting of regulation three-cent stamps.

I have Never Used Anything So Effective as

DR. MILES Aspir-Mint

ASPIR-MINT is especially effective in the relief of pain and discomfort of Headache, Neuralgia, Colds and Muscular Aches and Pains because Aspir-Mint is a scientific combination of analgesic (pain relieving) medicines.

To insure the formula, that would make Aspir-Mint most effective, we had practicing physicians use these analgesics in varied proportions over a long period of time. The composition of Aspir-Mint and the directions for taking were based on their reports, then mint was added to make the tablets palatable.

A well equipped laboratory, competent chemists and careful analysis of materials combine to make Aspir-Mint a medicine that we can safely stand back of with the Dr. Miles money back guarantee.

Aspir-Mint comes in handy flat boxes just right to fit into your vest pocket or handbag and in attractive glass bottles for your medicine cabinet.

Box 12 tablets 15¢; Bottle 75 tablets 60¢

Get them at your
Drug Store.



THE INVISIBLE RAY

This is a stunt, rather than a game, but it provides much amusement and mystification to those present.

The host announces that he has perfected an invisible ray which permits him, from another room in the house, to take a photograph of any one of his guests on an ordinary dinner plate. He hands a plate to one of the group (who happens to be in on the secret) and departs to another part of the house where he cannot possibly see what is going on in the room.

The friend who was given the plate asks someone to suggest whose picture shall be taken. Any member of the group may be selected; and the man with the plate assumes a position before the person being photographed, asks her to look pleasant, strike a good pose, watch the birdie, etc. The plate is then held before the model for a number of seconds, the host calls from his hideaway that the invisible ray has taken the picture, and then he comes in to examine the dinner plate, which his friend turns over to him, before sitting down in a vacant chair.

There is nothing on the plate, of course, but the host declares that the picture is there, and that he can see it plainly, by means of the invisible ray. And sure enough, after examining the plate carefully, the host is able to announce the name of the person whose picture was "taken!"

How does he do it? Simply by observing carefully the posture assumed in his chair by the friend who held the plate during the photographing. This friend has deliberately assumed exactly the same posture that has unconsciously been taken by the person who

was photographed, placing his arms, legs, feet and head at exactly the same angle, so that the fake "invisible ray" man can readily note the similarity. As all eyes are on the "photographer" while he is determining whose picture was taken, it is an easy matter for the friend to reveal, by posture, who the photographed person was, without making it apparent that he is conveying this information.

WATCH YOUR STEP

This is a stunt to pull on a serious guest who prides himself on his keen, analytical mind. This guest is shown six objects which have been placed on the floor in an irregular line. The objects must be of various shapes, heights and sizes, such as a bowl of fruit, a thimble, a stool, a book, etc. The player is instructed to step over these objects, one by one, and to remember just how high and at what angle he had to step, to clear the object on the floor.

This done he is taken from the room and blindfolded. Meanwhile all the objects on the floor are removed,—unknown, of course, to the blindfolded player, who is then led in to the same spot where he stood before, and told to step over the objects again, from memory.

The player, in making his sincere attempt to step gingerly over the objects which are no longer there, always gives a ludicrous performance. Much zest is added to the stunt by having those who are watching express "Ohs" and "Ahs" of amazement, indicating how well the player is performing. Then when the blindfold is removed, and he sees that he has merely been stepping over thin air, the laugh is on him.

For More Than 50 YEARS

DR. MILES LIQUID NERVINE

LITTLE did Dr. Franklin Miles dream, when he prepared his first Nervine for public use, that within a few years it would be in such great demand as a nerve sedative. Probably the thought that, for fifty years, his prescription would maintain its lead in its particular field, never entered his head. Yet today Dr. Miles Nervine is used more widely than ever before.

Grandmother has found it helpful throughout her entire adult life. Mother uses it whenever home, social duties, worry or other nerve strain, make her nervous, upset, jumpy and irritable. The younger generation finds it useful in helping to relax the nervous tension caused by the furious pace of modern life.

DO YOU USE DR. MILES NERVINE?

A bottle in your medicine cabinet would give you access to a reliable nerve sedative when you are Restless, Wakeful, Cranky, when you have Nervous Indigestion, or Nervous Headache.

Why not get a bottle today?

Large Bottle \$1.00

Small Bottle .25

At your Drug Store

Dr. Miles Nervine is also made in Effervescent Tablet form.



DR. MILES LIQUID NERVINE

WHAT HAPPENED?

After a brief rehearsal, two or three members of the group come out and perform an unusual scene. Perhaps one of the group starts to sing, another hits him over the head with a wallet, the third member starts to scream and pull the rug from under the assailant, all three fall down, pat each other on the back, and leave the room hopping on one foot.

Following their exit, each guest at the party is asked to write down on paper an account of exactly what happened. The papers are collected, the eye-witness accounts are read, and the variety of facts presented is always amazing.

WHAT WAS THAT?

Certain guests are selected and shown a number of objects, such as a pin, a rubber ball, a pencil, an apple, etc. These guests are then blindfolded and told to listen while the objects shown are dropped to the floor. As each object is dropped, the blindfolded person is asked, "What was that?" and is supposed to identify the object correctly.

BUZZ

Any number of people may play. Each one calls out a number in turn, starting at one and going on until all are out of the game. The word Buzz must be used whenever the number is seven, a multiple of seven, or is written with a seven. Thus, seven, fourteen, seventeen, twenty-one, twenty-seven, twenty-eight, etc. are Buzz numbers. The seventies are counted Buzz 1, Buzz 2, Buzz 3, etc.

Any player who calls a number when he should say Buzz or says Buzz when he should say a number is out of the game. The player who stays longest is the winner.

AUTOMOBILE

Any number of players may play this game. There are seats for all of the players but one, who stands in the center of the group.

Each party sitting down takes the name of some part of an automobile. The person in the center starts to tell a story about an automobile and whenever he mentions the name of a part of the automobile, the person who represents that part must get up and turn around. When the word automobile is spoken, everybody must get up and turn around. At the end of the story, the person in the middle says, "The automobile over-turned in the ditch." Then every one has to change seats, the leader, of course, trying to get a seat in the general confusion. The person who can find no place to sit has to be the story teller for the next trip of the automobile.

HOT POTATO

Knot a handkerchief so that it may be easily tossed from one person to another. Select a person to be "it." Players form a circle, and the knotted handkerchief is tossed about the circle from one person to another. "It" tries to touch a player while that person is in possession of the handkerchief. The object, of course, is not to allow the "hot potato" to be in one's possession, or touching one's person or clothing, long enough to be tagged. The game continues indefinitely in this manner until someone is "tagged" while touching the "handkerchief". "It" then trades places with the person "tagged", who becomes "it" until he, in turn, is able to "tag" someone else. The manner in which the knotted handkerchief is tossed about the circle, as every one tries to get rid of it, makes the game very amusing.

DR. MILES ANTI-PAIN PILLS

Give QUICK RELIEF

EVERYBODY suffers at one time or another from Headache, Neuralgia, Muscular and Functional Pains.

Dr. Miles Anti-Pain Pills are made for just one purpose—to relieve these pains promptly. Dr. Miles Anti-Pain Pills do not cure. They do help to make you comfortable and thus give nature a better chance to correct the condition that causes the pain. Dr. Miles Anti-Pain Pills do not upset the stomach, are not a laxative, do not cause constipation. Just one usually relieves in from ten to twenty minutes.

Dr. Miles Anti-Pain Pills act quickly. The next time you have a Headache, Neuralgia, Muscular Pains, try Dr. Miles Anti-Pain Pills.

Your druggist will be glad to sell you a regular package, 25 tablets for 25¢, or the economy package, 125 tablets, for \$1.00.

Is it worth a penny to you to stop a headache? That is what it usually costs when you use a Dr. Miles Anti-Pain Pill.





Don't let **NERVES**
RUIN YOUR HEALTH
AND DISPOSITION

FOR HEAVEN'S SAKE
TURN IT OFF

THERE are times when the rush, confusion, noise and vexation of everyday life get "on our nerves" and make us fuss and fidget, start at sudden noises, let trifles annoy us, lie awake nights. Perhaps we get Nervous Indigestion or Nervous Headache. It is easy to get into a nervous condition, but sometimes very hard to get out of it.

DR. MILES NERVINE

A Reliable Time-Tested Nerve Sedative

Recommended for Functional Nervous Disorders such as Nervousness, Sleeplessness, due to nervousness, Nervous Headache, Nervous Indigestion. Your enjoyment, your disposition, your good looks and your health itself are threatened when you are suffering from Nerve Strain. Why not try Dr. Miles Nervine? The nerve-wracked, and wakeful, have been finding relief by its use for more than fifty years.



Get it at your Drug Store

Large bottle \$1.00 Small bottle 25¢

Dr. Miles Nervine is also made in effervescent tablet form. See page 7.

DR. MILES
LIQUID NERVINE